

A movie poster for the video game 'Alone in the Dark'. The central figure is a man with dark, slightly messy hair and a serious, intense expression. He is looking off to the side. He is wearing a dark jacket. In the lower foreground, his hands are visible, holding a silver handgun. The background is a composite image: the left side shows a bright, overexposed cityscape with tall buildings, while the right side is a dark, atmospheric scene of a city street at night with a single glowing street lamp and silhouettes of trees. The title 'ALONE IN THE DARK' is prominently displayed in the center, with 'ALONE' and 'DARK' in large, glowing, 3D block letters that appear to be made of a fiery or molten material. 'IN THE' is in smaller, similar letters between them.

ALONE IN THE DARK

ATARI

Customer Services Numbers

• **Australia** ————— **1300 365 911** —————

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Österreich** ————— **0820 44 45 40** —————

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Belgique/België/Belgien** ————— **011 516 406** —————

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Danmark** ————— **70 12 70 13** —————

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

• **Suomi** ————— **0600-411911** —————

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

• **France** ————— **0820 31 32 33** —————

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **Deutschland** ————— **01805 766 977** —————

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

• **Ελλάδα** ————— **00 32 106 782 000** —————

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

• **Ireland** ————— **0818 365065** —————

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Israel** ————— **09 971170** —————

Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Italia** ————— **199 116 266** —————

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

• **Malta** ————— **23 436300** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Nederland** ————— **0495 574 817** —————

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

• **New Zealand** ————— **09 415 2447** —————

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

• **Norge** ————— **81 55 09 70** —————

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

• **Portugal** ————— **707 23 23 10** —————

Contacte-nos através destes números de Assistência ao Cliente para obter assistência técnica (hardware) apenas para produtos da PlayStation.

• **España** ————— **902 102 102** —————

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

• **Sverige** ————— **08 587 822 25** —————

Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

• **Suisse/Schweiz/Svizzera** ————— **0848 84 00 85** —————

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

• **UK (network Gaming Only)** ————— **08702 42 22 99** —————

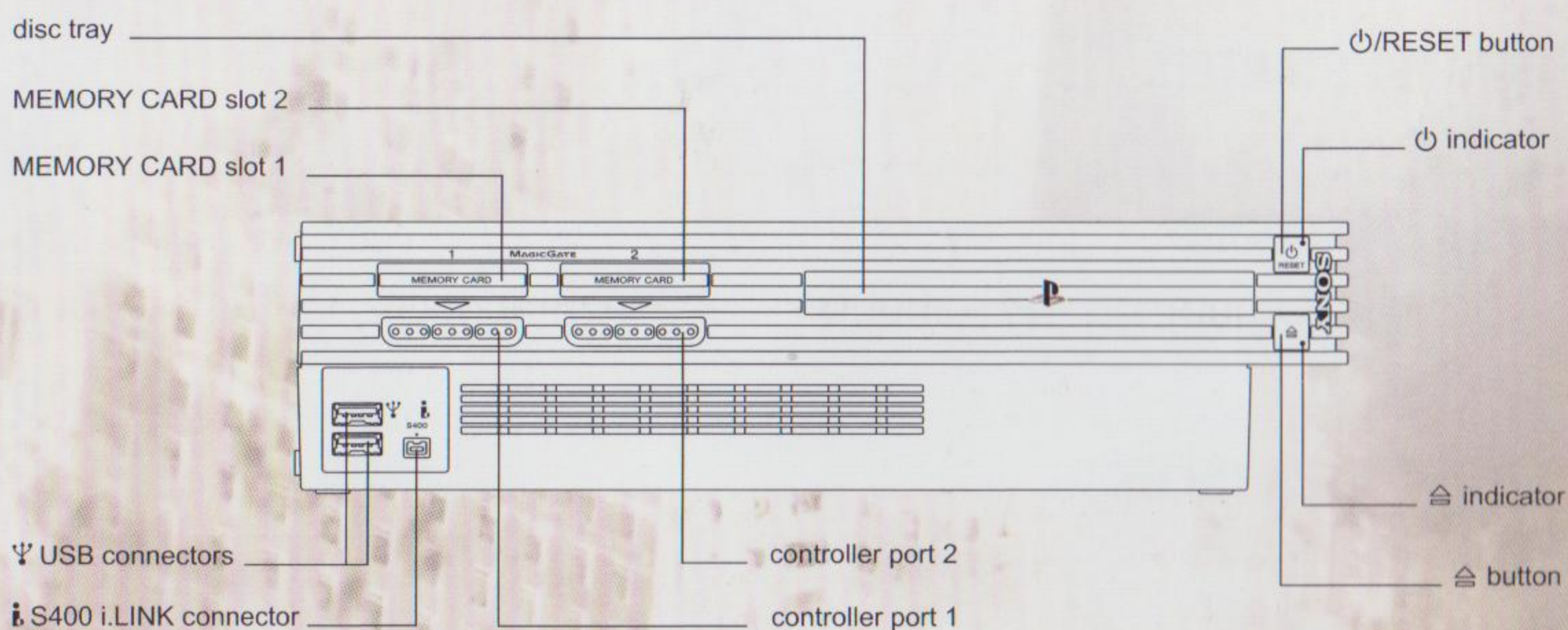
• **UK (all other enquiries)** ————— **08705 99 88 77** —————

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.

CONTENTS

GETTING STARTED.....	4
SAVING.....	5
GAME CONTROLS	6
SOMETHING IS ABOUT TO HAPPEN	8
MENUS	10
INVENTORY & OBJECTS.....	11
PDA.....	12
BEING INJURED	12
CREDITS	13
TECHNICAL SUPPORT	14

GETTING STARTED



- Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
- Make sure the MAIN POWER switch (located on the back of the console) is turned OFF.
- Attach game controllers and other accessories as appropriate, before you switch your console ON.
- It is advised that you do not insert or remove accessories once the power is turned ON.
- Now turn the console ON at the MAIN POWER switch and press the ⏻ / RESET button.
- When the ⏻ indicator lights up green, press the ⏻ button and the disc tray will open.
- Place the ALONE IN THE DARK disc on the disc tray with the label side facing up.
- Press the ⏻ button again and the disc tray will close. Finally, press the ⏻ / RESET button again before commencing play.
- Follow on-screen instructions and refer to this manual for information on using the software.

Note:

- Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play.
- Select your desired language using the PlayStation®2 console browser.

*Please note illustration may not match all PlayStation®2 console types. For owners of SCPH-70000 series PlayStation®2 systems, please refer to the setup instructions provided with your system.

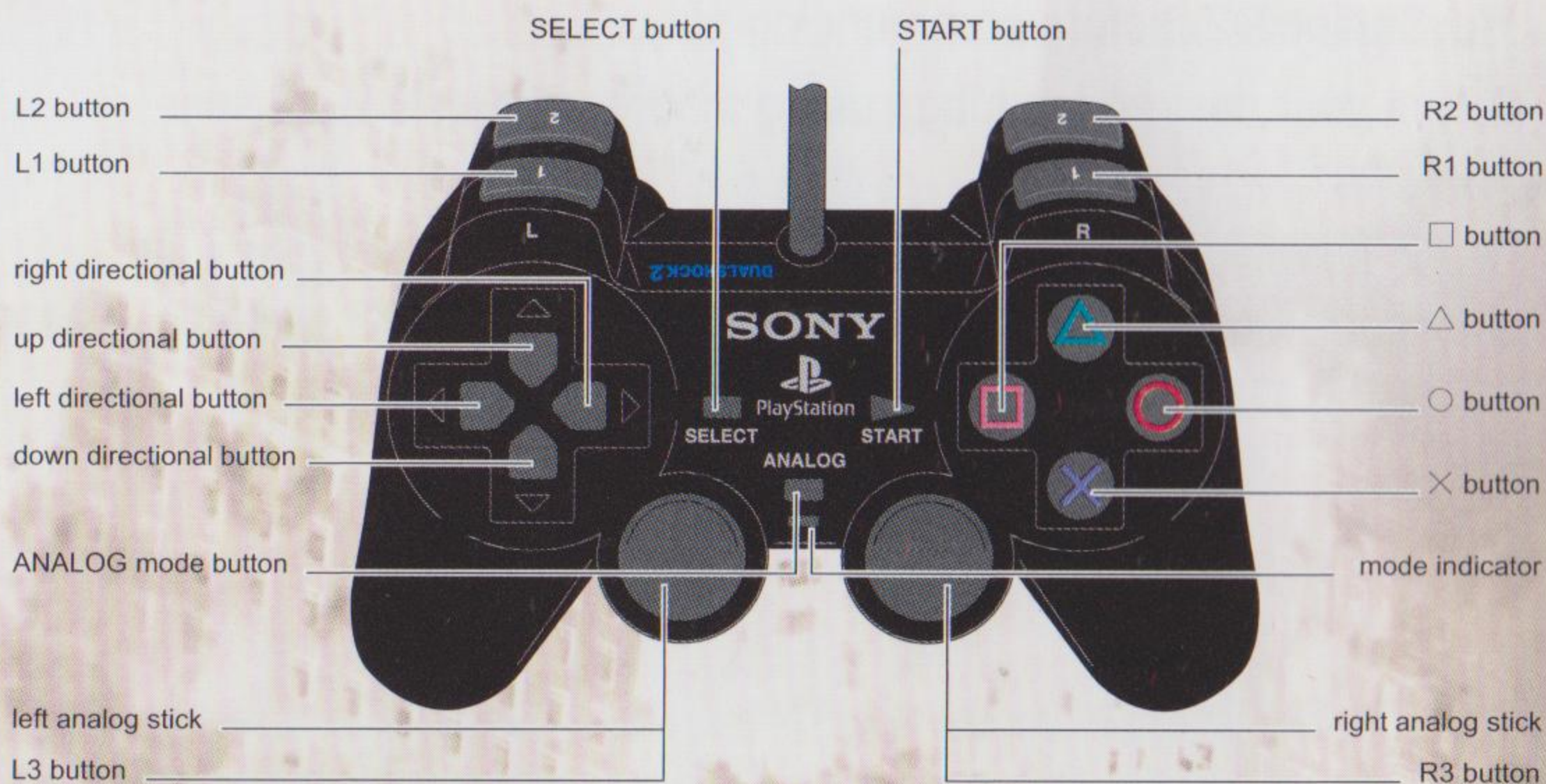
SAVING

ALONE IN THE DARK uses an autosave feature. Make sure a memory card (8MB) (for PlayStation®2) with enough free space is inserted in MEMORY CARD slot 1 before commencing play. When you see an image of the memory card (8MB) (for PlayStation®2), data is being autosaved. While this image is on screen, do not remove the memory card (8MB) (for PlayStation®2), reset or switch off the console. ALONE IN THE DARK requires 87KB free space on your memory card (8MB) (for PlayStation®2) to save your game settings and progress.

Enabling autosave:

The Autosave feature can be enabled by pressing the START button and using the save option on the pause menu.

GAME CONTROLS



Menu controls

Controls

- directional buttons or left analog stick
- × button
- △ button

Actions

- Move
- Select
- Cancel / Back

Game controls “general”

Controls

- left analog stick
- right analog stick
- **L1** button
- ○ button
- × button
- **R3** button
- **R3** button (press and hold)
- □ button
- START button

Actions

- Move Carnby
- Move the camera around Carnby
- Reset camera behind Carnby
- Switch views
- Activate
- Blink
- View enemy's weak point or reveal details of your close Surroundings
- Jump, or go higher if using an edge
- Pause the game

Game controls “specific”

Manipulating object

- X button
- △ button
(while holding an object)
- L1 button + right analog stick
(while holding an object)
- L2 button
- R2 button
- L1 button
(while holding an object)
- R1 button
(while holding an object)
- up directional button

Take an object

Drop the object

Manipulate the object
(ex. Break a door)

Select the latest left hand
weapon/object

Select the latest right hand
weapon/object

Use the left hand object

Use the right hand object

Draw out / Switch off/On the
flashlight

Using a rope

- X button
- △ button (while holding a rope)
- □ button (while holding a rope)
- left analog stick (while holding a rope)

Grab a rope

Release the rope

Push off the wall

Swing or move

Inventory

- SELECT button
- right analog stick or left analog stick
- X button

Display inventory

Choose object

Select object

Healing system

- down directional button
- right analog stick
or left analog stick
- **L1** button
- **R1** button

Healing mode

Choose the wound to heal

Heal the wound

Wrap bandage

Gun use

- **L1** button
- **R1** button
- **L3** button
- **X** button (while checking ammo)

Aim

Quick shot

Check ammo

Reload ammo

Driving a vehicle

- left analog stick
- **R1** button
- **L1** button
- up directional button
- up directional button
in the forklift truck
- **X** button in the forklift truck
- down directional button
in the forklift truck

Steering

Accelerate

Break / Reverse

Turn on/Turn off the headlights

Move the fork upward

Reset the position of the forklift
truck

Move the fork downward

SOMETHING IS ABOUT TO HAPPEN...

The 843 acres of Central Park are hiding a terrible secret. Built in the mid 19th century by an international cartel of influential men, the park was created to provide a safe haven. It seems afterward, that it was not only for the people of New York, but for something else of a different nature entirely. Since that time, succeeding generations of guardians have protected the truth, keeping the vast parkland untouched at all costs while the most powerful and expensive city in the world reached skyward on its fringes. Now the truth can no longer be contained.



ALONE IN THE DARK

RESUME
LOAD GAME
SAVE
OPTIONS
QUIT

Over the course of one apocalyptic night you must uncover the earth-shattering secret behind Central Park. Push the frontiers of death and search ancient powers. This ultimate journey towards the menace will confront you with the ethical question of good and evil. Your choice will reveal to you who you really are...



ALONE IN THE DARK

MENUS

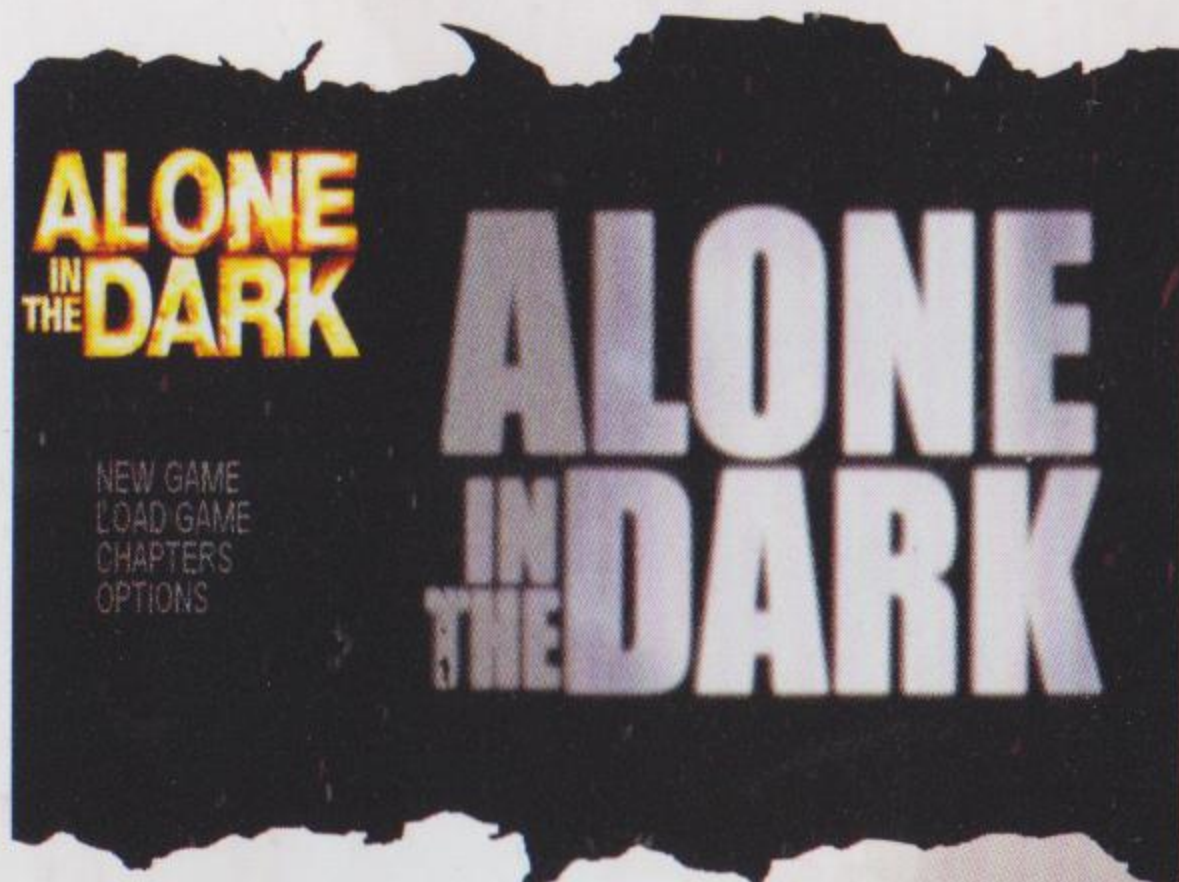
MAIN MENU

New Game: This is the only way to know...

Load Game: Load an already saved game.

Chapters: Chapters will give you access to all the levels of the adventure.

Options: Choose Options from the Main Menu or the Pause Menu to adjust various game settings.



PAUSE MENU



Resume: Continue the current game.

Load Game: Load an already saved game.

Save: Save your game progress. you can not save your game if you launched a level through "Chapters menu"

Options: Same as Main Menu options.

Quit: Quit the game and return to the Main Menu.

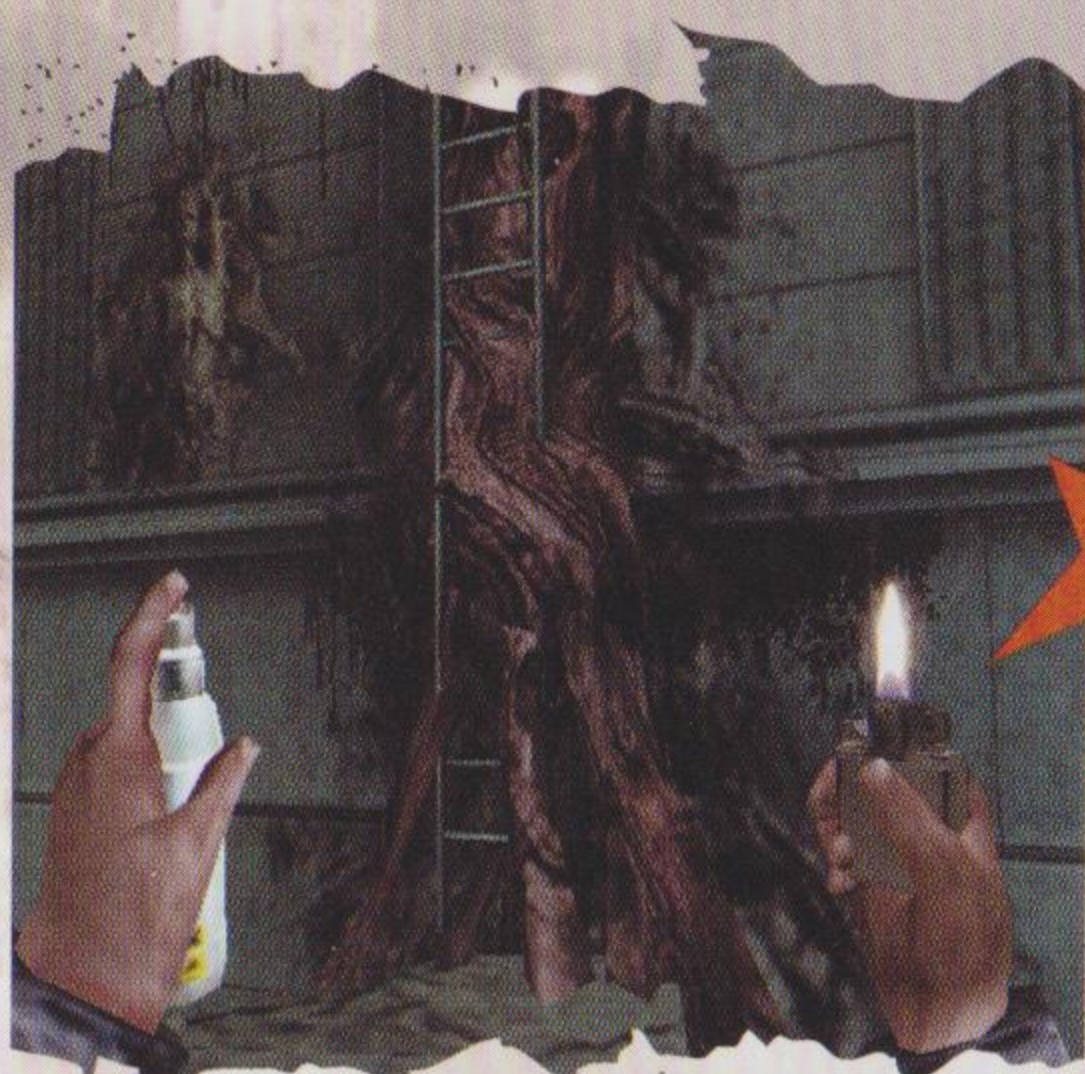
INVENTORY & OBJECTS

Need something? Search deep into your pockets, you'll probably find it. Use the SELECT button to access the Inventory and search what you need with either left or right analog stick.

To take an object, get close to it and press **X** button.



It is possible to get items in both hands to use or combine them together. (Try the spray combined with the lighter.)



PDA



Very useful, it can be found in your Inventory. Select it to display different options. Move left analog stick to highlight the option and press **X** button to select it:

Dial: Dial a number to contact someone.

Address book: Here are already stored phone numbers from people you met. Choose one and it will dial.

Messages: You may not always receive direct calls. The good point with messages is that you can get back to it anytime to read information you may have forgotten.

Notepad: To view notes made by Carnby and Theo.

BEING INJURED

If you are injured, the edge of the screen starts becoming red. The image fades to grey progressively and your vision becomes altered. If you do not heal, you will soon die.



Look for "Health Pack" and use it carefully. It is the only way to be able to heal yourself and apply medication onto your wound. Press the down directional button to pass into healing mode and start taking care of your injuries, before it is too late...



CREDITS

HYDRAVISION

Executive Producers

Lionel FUMERY
Pierre LEROUX

Associate Producer

François POTENTIER

Lead Game Designer

Benjamin ORTIZ

Game Designers

Jérôme FAIT
Baptiste MARTIN

Lead Programmer

Christian MARTIN

Lead R&D Programmer

Bruno CARREZ

Programmers

Benjamin DETAEVERNIER
Emmanuel HORRENT
Tony MARQUES
Nicolas PINÇON

R&D Programmers

Emmanuel BERNARD
Yann LE MANER
Alban LECOCQ

Additional Programmers

Sylvain DUPONT
Matthieu GODET
Jérôme HOIBIAN
Katharine NEIL
Mustapha TACHOUCT

Art Director

Yann MAHEUST

Background Artists

Julien BUTRUILLE
Jérôme CAMPRASSE
Thibault COURBET
Vincent COURBIS PONCET
Benjamin LUCAS

Character Artists

Rémi DESPRET
Anthony LEJEUNE
Laurent SAUVAGE

Lead Animator

Olivier FEUTRY

Animators

Rémi EDMOND
Nicolas MONIER
Anaïs SORRENTINO

Additional Animators

Philippe CECILLON
Thierry DEZARMENIEN
Dominique JOUIS
Emmanuel RESTIF

Testers

Sylvain LE PRIOL
Aurélien PERETTI

Additional Testers

Alexandre COTTIN
Nicolas JOLY
Ludovic POUDEVIGNE

Chief Executive Officer

Denis POTENTIER

Chief Technical Officer
Lionel FUMERY

Director of Marketing
Jérôme DUHAMEL

Chief Financial Officer
Isabelle PENNINCK

Administrative Deputy
Kamel MEMMOU

Programming Trainees
David MOREL

Game Design Trainees

Romain BILARD
Matthieu DELISLE
Hélène DUMONT
Adrian NARCISI

Art Trainees

Clément BASSERY
Maximilien CLÉDA
Vincent DESMET
Raphaël ERNAELSTEN
Vincent FILIPIAK
Thomas LECOURT

Special Thanks

Banque Populaire du Nord
Banque Scalbert Dupont
Maître Blandine Poidevin
Centre National de la
Cinématographie
CRRAV
Défi Expertise Action
Département du Nord
Digiport
DRIRE
KPMG
Le conseil de surveillance et nos
investisseurs privés
Lille Métropole Communauté
Urbaine
NFX (Invest in Northern France)
OSEO
Pôle 3D
Région Nord-Pas-De-Calais
Réseau des ruches d'entreprise
SupInfoCom
Supinfogame

EDEN GAMES

Game Direction consultant
David Nadal

Production coordination

Eden/Hydravision
Nour Polloni

Based on original game design and scenario by

Hervé Sliwa
Yannick Patet
Emile Morel
Nicolas Dejeans
Jerome Braune
Mathieu Kendrick

Based on original rope algorithm code made by

Ludovic Chabanon
Romain Daize

Original art concepts

Pascal Casolari
Krysalide

Monster Sound effects –
dSonic Inc.

US Voice recordings –
Hifi-Genie Productions

MUSICS

Music Composed and Produced by
Olivier Deriviere

Lyrics by
Irina Zhekova

Performed by
The Mystery of the Bulgarian Voices

Conducted by
Dora Hirstova

*Recorded at Acoustic Studio/ Sofia -
Bulgaria by*
John Weston

Assisted by
Pavel Boliarski

SPECIAL THANKS TO :

EDS and Swetha Narayan

Testers:

Aditya C
Avijeet Jaiswal
Arvind B K
Manish Kakria
Manoj
Preetham D S
Tanveer Faraz
Vinay S.

Synthesis International - Milano
Synthesis Iberia - Madrid
Around the Word

Enzyme Testing Labs

Studio director: Carrolljo Maher

Head of linguistic department:
Kirsten Schrankel

Project manager: Antonio Berenguer
Iborra

Testers:

EN: Marc Kingsbury
ES: César Ansgar De Juan
IT: Daniele Scopinaro
DE: Marvin Kobold
FR: Thomas Ernoux

Prelight Team :

Special thanks to Prelight for creation of
FMV sequences, editing of Coming next
/ Previously videos, and placement of
some in-game cameras.

Remy Boudet
Jean-Philippe Maras
Stephane Lefort
Fursy Teyssier
Michael Bolufer

Laureline Lavandier
Leon Delay
Jean-Philippe Martinez (Antigluck)
Stephane Vialet
Alexandre Baranger

**ALONE
IN THE
DARK**



Customer Service Numbers

Country	Telephone (You may be charged for calling.)	Fax	Email/Websites
• Australia	1902 26 26 26 (\$2,48 Minute. Price subject to change without notice.)		support.australia@atari.com
• Österreich	Technische: 0900-400 654 Spielerische: 0900-400 655 (€1,35 Minute) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Belgie	-	-	www.playstation.be nl.helpdesk@atari.com
• Danmark	+44 (0)870 850 1958 11:00 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Suomi	+44 (0)870 850 1958 11:00 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• New Zealand	0900 54263 (\$1,99 Minute. Price subject to change without notice.)		www.atari.com.au
• France	Technique: 0825 15 80 80 (0,15 € /mn du lundi au samedi de 10h-20h non stop)	Support Technique Atari BP 80003 33611 Cestas Cedex	fr.support@atari.com www.atari.fr
• Deutschland	Technische: 0900-1-771 882 Spielerische: 0900-1-771 883 (€1,24/Min aus dem dt. Festnetz) Mo. - Sa. 14.00 - 19.00 Uhr		www.de.atari.com
• Greece	301 601 88 01	-	gr.info@atari.com
• Italia	-	-	it.info@atari.com www.atari.it
• Nederland	-	-	www.playstation.nl nl.helpdesk@atari.com
• Norge	+44 (0)870 850 1958 11:00 to 17:00 Monday to Friday (except Bank Holidays)	-	uk.helpline@atari.com
• Portugal	+34 902 10 18 67 Segunda a Quinta: 9:00 às 18:30 - Sexta Feira: 09:00 às 15:00	-	stecnico@atari.com www.pt.atari.com
• Israel	+ 09-8922912 16:00 to 20:00 Sunday - Thursday	-	il.service@atari.com www.il.atari.com
• España	+34 902 10 18 67 Lunes a Jueves: 9:00 -18:30 - Viernes: 09:00h-15:00	-	stecnico@atari.com www.es.atari.com
• Sverige	08-6053611 17:00 till 20:00 helgfri måndag till fredag	-	se.support@atari.com
• Schweiz	Technische: 0900-929 300 Spielerische: 0900-770 780 (2,50 CHF/Min) Mo. - Sa. 14.00 - 19.00 Uhr		www.gamecity-online.ch
• UK	Technical Support: 0870 8501958 10:00 to 16:00 Monday to Friday (except Bank Holidays)		uk.helpline@atari.com www.uk.atari.com

Wrong number?

As some changes might have been done after this manual went to print, you can still access to all updated technical support numbers at:

Come and join the community!

To register and get the most out of your new game, send e-cards to your friends, download wallpapers or get access to lots of other free stuff, visit us and choose a country at:

www.atari.com

Use of ATARI web sites is subject to terms and conditions, which you can access on our websites.

Precautions

- This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it.
- This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2.
- Read the PlayStation®2 Instruction Manual carefully to ensure correct usage.
- When inserting this disc in the PlayStation®2 always place it with the required playback side facing down.
- When handling the disc, do not touch the surface. Hold it by the edge.
- Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth.
- Do not leave the disc near heat sources or in direct sunlight or excessive moisture.
- Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

PIRACY

The unauthorised reproduction of all or any game part of this product and the unauthorised use of registered trademarks are likely to constitute a criminal offence. PIRACY harms Consumers as well as legitimate Developers, Publishers and Retailers. If you suspect this game product is an unauthorised copy, or have any other information about pirate product, please call your local Customer Service number given at the back of this Manual.

See back page of this manual for Customer Service Numbers.

SLES-55207-ANZ

1 Player • Memory Card (8MB) (for PlayStation®2): 87KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

Game © 2008 Atari Interactive, Inc. All rights reserved. Marketed and distributed by Atari, Inc. in North America and Atari Europe SASU in Europe. All trademarks are the property of their respective owners.

Library programs © 1997-2008 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Atari Interactive, Inc. Developed by Hydravision.

ORIGINAL SOUNDTRACK AVAILABLE
ON MILAN RECORDS ON MAY 20TH

MUSIC FROM
**ALONE
IN THE
DARK**
COMPOSED BY OLIVIER DERIVIERE

PERFORMED BY GRAMMY® AWARD-WINNER
THE MYSTERY OF BULGARIAN VOICES


www.milanrecords.com

WWW.CENTRALDARK.COM


www.atari.com

© 2008 Atari Interactive, Inc. All rights reserved. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. Use with permission. Alone in the Dark® is a registered trademark owned by Infogrames Entertainment SA in the US and other territories. Used with permission. Distributed by Milan Records. All other trademarks are the property of their respective owners.

© 2008 Atari Interactive, Inc. All rights reserved. Developed by Hydravision.
Marketed and distributed by Atari, Inc. in North America and Atari Europe SASU in Europe. All trademarks are the property of their respective owners.
ATARI AUSTRALIA PTY LTD • 32, Bowden Street • Alexandria, NSW 1015 • Australia

SLES-55207-ANZ

“PS”, “PlayStation”, “△○×□” and “DUALSHOCK” are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved.

3546430128022

THEY SAID CENTRAL PARK WAS FOR THE PEOPLE...
THEY LIED.

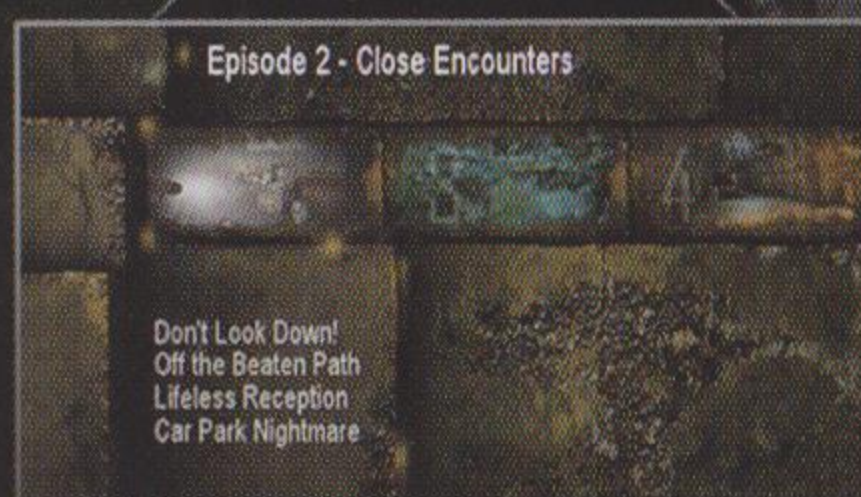
Central Park was not built as a haven for the people of New York, but for something else entirely. Now the truth can no longer be contained.



Intense story: Told in thrilling episodes with action, plot twists and cliff-hangers



Exhilarating gameplay: Block-buster action, tense exploration, dangerous driving, vicious fights



Never Get Stuck: DVD-style chapter select lets everyone reach the game's climax

centraldark.com

In one apocalyptic night, Edward Carnby must fight the unimaginable to reveal the earth-shattering secret of Central Park.



Improvise to survive: Use your imagination to create devastating new weapons



Pyromania: Play with fire but don't get burned

NEW YORK WILL NEVER
BE THE SAME AGAIN.

RenderWare

havok

hydravision
ENTERTAINMENT

ATARI

1 Player • Memory Card (8MB) (for PlayStation®2) : 87KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible

THIS PRODUCT IS LICENSED FOR SALE IN AUSTRALIA AND NEW ZEALAND ONLY

"PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. Manufactured in Australia. Game © 2008 Atari Interactive, Inc. All Rights Reserved. Marketed and distributed by Atari Europe SASU. Atari and the Atari logo are trademarks owned by Atari Interactive, Inc. Alone in the Dark is a registered trademark owned by Infogrames Entertainment SA in the US and other territories. Alone in the Dark uses Havok™ Physics. © Copyright 1999-2008 Havok.com Inc. (and its Licensors). All Rights Reserved. See www.havok.com for details. RenderWare is a trademark or registered trademark of Criterion Software Ltd or its affiliates. Portions of this software are Copyright 1998-2007 Criterion Software Ltd or its Licensors. Library programs © 1997-2008 Sony Computer Entertainment Inc. exclusively licensed to Sony Computer Entertainment Europe. FOR HOME USE ONLY. Unauthorised copying, adaptation, rental, lending, distribution, extraction, re-sale, arcade use, charging for use, broadcast, public performance and internet, cable or any telecommunications transmission, access or use of this product or any trademark or copyright work that forms part of this product are prohibited. Published by Atari Interactive, Inc. Developed by Hydravision.

This software is only compatible with the PlayStation®2 computer entertainment system displaying the PAL logo



SLES
55207

0128022

PlayStation®2



PAL

PlayStation®2

Alone in the Dark



ALONE
IN THE
DARK



Moderate
violence
coarse language

ATARI